

Examiner-Initiated Interview Summary	Application No.	Applicant(s)	
	09/998,380	UNGAR, PAUL JEFFREY	
	Examiner	Art Unit	
	Peter-Anthony Pappas	2671	

All Participants:

Status of Application: Pending

(1) Peter-Anthony Pappas.

(3) _____.

(2) Michael K. Colby.

(4) _____.

Date of Interview: 28 October 2005

Time: _____

Type of Interview:

- ☒ Telephonic
☐ Video Conference
☐ Personal (Copy given to: ☐ Applicant ☐ Applicant's representative)

Exhibit Shown or Demonstrated: ☐ Yes ☒ No

If Yes, provide a brief description:

Part I.

Rejection(s) discussed:

Claims discussed:

2,3,13

Prior art documents discussed:

Part II.

SUBSTANCE OF INTERVIEW DESCRIBING THE GENERAL NATURE OF WHAT WAS DISCUSSED:

An Examiner's Amendment to place the instant application into conditions for allowance was discussed and agreed upon.

Part III.

- ☒ It is not necessary for applicant to provide a separate record of the substance of the interview, since the interview directly resulted in the allowance of the application. The examiner will provide a written summary of the substance of the interview in the Notice of Allowability.
☐ It is not necessary for applicant to provide a separate record of the substance of the interview, since the interview did not result in resolution of all issues. A brief summary by the examiner appears in Part II above.



(Examiner/SPE Signature)

(Applicant/Applicant's Representative Signature – if appropriate)

1-3. (canceled)

4. (currently amended) The method of ~~claim 3~~ claim 13, wherein the retrieving the environment texture sample comprises retrieving the environment texture sample comprising red, green, and blue color data from the environment map based on the interpreted reflection vector.

5. (original) The method of claim 4, wherein the applying comprises replacing the red, green, and blue color data of the pixel with the red, green, and blue color data of the environment texture sample.

6. (currently amended) The method of ~~claim 3~~ claim 13, further comprising perturbing the interpreted reflection vector prior to retrieving the environment texture sample.

7. (previously presented) The method of claim 13, wherein the loading, the retrieving, and the applying are performed during a single pass through a graphics pipeline.

8. (currently amended) The method of ~~claim 6~~ claim 13, further comprising storing a result of the applying the environment texture sample to the object in a frame buffer.

9. (previously presented) The method of claim 13, wherein the loading is performed during a first pass through a graphics pipeline and the retrieving the environment texture sample and the applying are performed during a second pass through the graphics pipeline.

10. (previously presented) The method of claim 9, further comprising:
storing the predetermined reflection image in a frame buffer; and
replacing the predetermined reflection image in the frame buffer with a result of application of the environment texture sample.

11. (currently amended) The method of claim 10, ~~further comprising:~~
wherein the loading the predetermined reflection image loads the predetermined reflection image in a texture memory; and, and further comprising loading the environment map in the texture memory prior to performing the retrieving the environment texture sample and the applying.

12. (currently amended) The method of claim 13, wherein the retrieving the environment texture sample comprises retrieving the environment texture sample from a cube environment map.

13. (currently amended) A method comprising:

generating a plurality of reflection images, wherein each of the plurality of reflection images corresponds to a particular viewpoint;

loading a predetermined reflection image chosen from the plurality of reflection images into memory;

retrieving an environment texture sample from an environment map based on a reflection vector stored in a pixel of the predetermined reflection image; and

applying the environment texture sample to an object,

wherein the loading comprises:

retrieving a reflection texture sample comprising red, green, and blue color data; and

storing the red, green, and blue color data of the reflection texture sample as red, green, and blue color data of a pixel of the object, and

wherein the retrieving the environment texture sample comprises interpreting the red, green, and blue color data of the pixel as the reflection vector.

14. (currently amended) The method of claim 13, wherein the loading, the retrieving the environment texture sample, and the applying are performed in real time.

15-38. (canceled)